

Iromakuanhe Charged Particle Technology

A charged particle is a particle that has been given an electrical charge. The Iromakuanhe harness these via imparting a charge to and exciting matter, typically a light gas rather than a heavier metal or metalloid and accelerating it using [MASC-based](#) technologies. As a weapon, it is effective versus shields due to the electric charge properties, and damages and ablates armor.

Some melee weapons are also encased in a low-energy field of charged particles, facilitating cutting and inflicting thermal and electrical damage on impact.

Charged particle weapons that employ a MASC-type catapult system are fired at .25c, and have effective ranges 1/5 of the distance they travel within one second.

Weapons include:

Melee Weapons

1. [CIVW \(Close-In Variable Weapon\) System](#)

Beam Weapons

1. [HCPA \(Heavy Charged Particle Accelerator\) Cannon](#)
2. [LCPA \(Light Charged Particle Accelerator\) Cannon](#)

Missile Weapons

1. [PASD \(Particle Swarm Detonation\) Missile](#)
2. [PHID \(Particle Heavy Impact Detonation\) Missile](#)
3. [Advanced Particle Lancing \(APaLa\) Missile](#)
4. [PWAC \(Particle Wave Cruise\) Missile](#)

Under Development

1. [ACPA \(Assault Charged Particle Accelerator\) Cannon](#)
2. [SCPA \(Sniper Charged Particle Accelerator\) Cannon](#)
3. [RCPA \(Rapid Charged Particle Accelerator\) Cannon](#)
4. [MCPA \(Medium Charged Particle Accelerator\) Cannon](#)
5. [RPF \(Rotary Particle Flayer\) Molecular Disruption Device](#)

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